

## **The Red Scare Returns**

All NATO research, to the left of the latest major checkpoint or technological advancement on any given line is erased.

## **Capitalist Pigs**

Subtract ten IPCs from NATO's treasury  
to a minimum of zero IPCs.

## **Chernobyl Disaster**

Add one standard nuclear weapon token to the territory of Eastern Ukraine at the beginning of the player who controls the territory of Eastern Ukraine's next turn. At the beginning of every turn after that, of the player who controls the territory of Eastern Ukraine, place one standard nuclear weapon token on every space that already had a standard nuclear weapon token placed on it because of this card, and place one standard nuclear weapon token to every space adjacent to those spaces. These standard nuclear weapon tokens never disappear and continue to kill units at the beginning of every turn, as a standard nuclear weapon token does. During the Purchase and Repair phase of the player who controls the territory of Eastern Ukraine, may choose to spend 15 IPC's on the containment of this disaster. Once a power plays these fees, no more standard nuclear weapons tokens are placed because of this card, however, casualties are still dealt by standard nuclear weapon tokens created by this card.

## **U-2 Incident**

The Warsaw Pact may make a provoked declaration of war against NATO during the Warsaw Pact's next Combat Move phase, or during the next Second Strike Move phase, whichever comes first.

## Yerevan Demonstrations

**Requirements:** The Warsaw Pact controls the territory of Georgia.

Add 2 strict neutral infantry to the territory of West Poland. These units are special. They never attack Warsaw Pact units, and can coexist with Warsaw Pact units in the territory of West Poland. During the Warsaw Pact's Purchase and Repair phase, the Warsaw Pact may choose to spend 5 IPCs to appease the demonstrators. If the demonstrators are appeased the special infantry are immediately removed from the board. During the Survey Morale phase of every turn of the Warsaw Pact, if the demonstrators have not been appeased, then the Warsaw Pact's morale decreases by one. The Warsaw Pact may choose to attack these units at any time it would normally be able to do so (their Combat Move phase, or the Second Strike Move phase in certain situations). They conduct combat with the special infantry identically to how they would in any other combat with a few exceptions. The special infantry always roll as the defenders, they have a defense value of three, have an air combat value of two, and they are always strict neutral. During the survey morale phase, if the Warsaw Pact attacked these special infantry, the Warsaw Pact's morale is decreased by one.

## Poznań Protests

**Requirements:** The Warsaw Pact controls the territory of West Poland as well as the territory of East Poland.

Add 2 strict neutral infantry to the territory of West Poland. These units are special. They never attack Warsaw Pact units, and can coexist with Warsaw Pact units in the territory of West Poland. At the beginning of every turn of the Warsaw Pact, add 1 of these infantry to the territory of West Poland as long as at least one of these infantry remain (in the territory of West Poland). If during the Warsaw Pacts last turn, they attacked these units, and there is still at least one of these special infantry in the territory of West Poland, then add 2 of these infantry to the territory of West Poland instead of just 1. If there are ever 10 or more of these special infantry in the territory of West Poland, then the Polish People's Republic leaves the Warsaw Pact as detailed in "Phase 9: Survey Morale." The Warsaw Pact may choose to attack these units at any time it would normally be able to do so (their Combat Move phase, or the Second Strike Move phase in certain situations). They conduct combat with the special infantry identically to how they would in any other combat with a few exceptions. The special infantry always roll as the defenders, they have a defense value of one, never have an air combat value and they are always strict neutral. During the survey morale phase, if the Warsaw Pact attacked these special infantry, the Warsaw Pact's morale is decreased by one. If the number of these special infantry that were killed was greater than or equal to five, the Warsaw Pact's morale decreases by one, in addition to the one for just attacking them. If NATO attack the territory of West Poland, or gains control over the territory of West Poland, these special infantry are automatically removed from the board.

## **Istanbul is Constan-Chernobyl**

Add one standard nuclear weapon token to the territory of Turkey at the beginning of the player who controls the territory of Turkey's next turn. At the beginning of every turn after that, of the player who controls the territory of Turkey, place one standard nuclear weapon token on every space that already had a standard nuclear weapon token placed on it because of this card, and place one standard nuclear weapon token to every space adjacent to those spaces. These standard nuclear weapon tokens never disappear and continue to kill units at the beginning of every turn, as a standard nuclear weapon token does. During the Purchase and Repair phase of the player who controls the territory of Turkey, may choose to spend 15 IPC's on the containment of this disaster. Once a power plays these fees, no more standard nuclear weapons tokens are placed because of this card, however, casualties are still dealt by standard nuclear weapon tokens created by this card.

## Panama Predicament

**Requirements:** The territory of Panama is controlled by the minor power, Panama.

The minor power Panama, lets no units move through the Panama Canal, regardless of what power controls them, if there are units in Panama, or how much the power pays. If the minor power Panama is Pro-NATO, NATO may make a provoked declaration of war against Panama because of this. If the minor power Panama is Pro-Communist, Communist China and/or the Warsaw pact may make a provoked declaration of war against Panama because of this.



## Suez Crisis

**Requirements:** The territory of Egypt is controlled by the minor power, Egypt.

NATO loses control of the Suez Canal, and control of the canal defaults to the canals usual controller, the minor power of Egypt. If the minor power Egypt is Pro-NATO, NATO may make a provoked declaration of war against Egypt because of this. If the minor power Egypt is Pro-Communist, Communist China and/or the Warsaw pact may make a provoked declaration of war against Egypt because of this.

## April 9 Tragedy

**Requirements:** The Warsaw Pact controls the territory of Georgia.

Add 2 Pro-NATO infantry to the territory of Georgia. During the Conduct Combat phase of this turn, resolve combat as if these 2 Pro-NATO infantry were attacked by all Warsaw Pact controlled units in the territory during the Combat Move phase. If the Pro-NATO infantry are destroyed, then this card does nothing for the rest of the game. If the Pro-NATO infantry clear out all of the Warsaw Pact's units in the territory (the Warsaw Pact's units are all taken as casualties) then Georgia becomes its own minor power controlling the territory of Georgia (this happens even if all Pro-NATO infantry are destroyed, as long as all defenders are destroyed as well). Place an upside down control marker on the territory of Georgia to signify this change in the board state/political situation. As long as Georgia is a minor power (as long as it controls territory, the 3 Pro-NATO infantry created by this card are considered to be the starting units of Georgia, and can therefore be rebuilt by a major power willing to pay for them.

## Cuban Missile Crisis

**Requirements:** The territory of Cuba is controlled by a Pro-Communist minor power.

The Warsaw Pact may choose to build an air base in the territory of Cuba, as if Cuba was the Warsaw Pact's own territory, as long as it would normally be possible to build an air base in the territory of Cuba, and it is still controlled by a Pro-Communist minor power. As long as there is an air base in the territory of Cuba, and it is controlled by a Pro-Communist minor power, the Warsaw Pact may may long range, nuclear, ballistic missile attacks from air bases in the territory of Cuba, identically to how the Warsaw Pact makes long range, nuclear, ballistic missile attacks from any other air base the Warsaw Pact controls. If, at any point, the territory of Cuba is not controlled by a Pro-Communist minor power, after this card is played, then this card doesn't function for the rest of the game (in other words, the Warsaw Pact may never make long range, nuclear, ballistic missile attacks from air bases in the territory of Cuba, unless the Warsaw Pact controls the territory of Cuba, if any power other than a Pro-Communist minor one gains control over the territory of Cuba.